




WHITE WOLVES KILL TEAM

Below you will find a list of the operatives that make up a **WHITE WOLVES**  kill team, including, where relevant, any wargear those operatives must be equipped with.


ARCHETYPE: SEEK AND DESTROY

HUNT PACK FIRE TEAM


- A **HUNT PACK** fire team includes one **TACTICAL MARINE PACK LEADER** operative equipped with one of the following options:
 - Combat knife and one of the following options:
 - Boltgun, combi-flamer, comb-grav, combi-melta or combi-plasma
 - One option from each of the following:
 - Chainsword, power fist or power weapon
 - Bolt pistol, grav-pistol, hand flamer, inferno pistol or plasma pistol
- It also includes five **TACTICAL MARINE** operatives selected from the following list:
- **TACTICAL MARINE VETERAN HUNTER**
- **TACTICAL MARINE HUNTER SEEKER** operative equipped with one of the following options:
 - Combat knife and Boltgun
 - Chainsword and bolt pistol
- **TACTICAL MARINE GUNNER** each separately equipped with combat knife and one of the following options:
 - Flamer, grav-gun, meltagun or plasma gun
- **TACTICAL MARINE HEAVY GUNNER** each separately equipped with combat knife and one of the following options:
 - Heavy bolter or missile launcher

Other than **TACTICAL MARINE VETERAN HUNTER** operatives, your kill team can only include each operative above once.

ABILITY

On this page you will find a common ability of the **WHITE WOLVES**  kill team.


TALISMANS OF THE WHITE WOLVES

The **TALISMANS** represent special training background each of the **HUNT PACK** operatives has. When a **WHITE WOLF**  operative is added to your roster or dataslate, assign one Talisman to this operative – select or randomly determine one for it. You can have maximum of 2 of the same talisman per fire team.

TALISMAN OF THE WOLF

When this operative fights in combat, once per Turning Point, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

TALISMAN OF THE CAT

Add 1  to the Movement characteristic of this operative.

TALISMAN OF THE GRIFFIN

Each time this operative fights in combat, if it performed a **Charge** action during this activation, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike with one normal hit as if it were a critical hit.

TALISMAN OF THE BEAR

Add 4 to the **Wound** characteristic of this operative.

TALISMAN OF THE MANTICORE

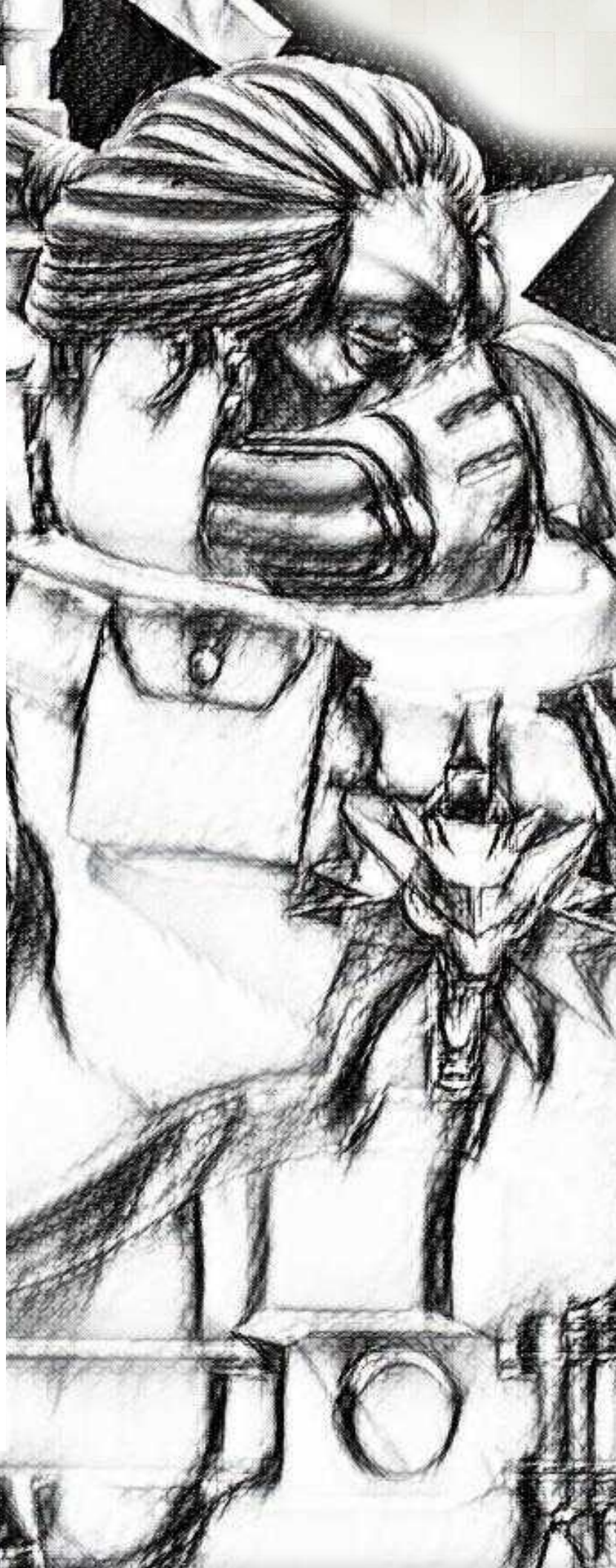
Ranged weapons this operative is equipped with (excluding ranged weapons from a psychic power) gain the **No Cover** special rule.

TALISMAN OF THE VIPER

Add 1 to the **Normal Damage** characteristic of melee weapons this operative is equipped with.

TALISMAN OF THE CRANE


Improve this operative's **Save** characteristic by 1.



WHITE WOLVES' SIGNS

When a **HUNT PACK WHITE WOLF**  operative is added to your roster or dataslate, you must select one of the following signs for it to study: *Igni, Aard, Quen, Axii* or *Haal*.

That operative knows the powers associated with that sign. A **PACK LEADER** operative can select two signs to study.

Each time a friendly **WHITE WOLF**  operative performs the Manifest Psychic Power action, select one sign power from the list below to be resolved. You can only select each power a maximum of once per Turning Point.



IGNI

OFFENSE

Perform a free **Shoot** action using the following ranged weapon.

NAME	A	BS/WS	D
Igni Bolt	4	3+	2/3
SPECIAL RULES			
!			
MWI			

SUPPORT

Imbue with Flame: Select one friendly **WHITE WOLF**  operative Visible to and within  of this operative. Until the end of this Turning point, add 1 to the **Normal Damage** characteristic of melee weapons that operative is equipped with. Until the end of this Turning point, the melee weapon that operative is equipped with gain the **MWI** special rule.

QUEN

Until the end of this Turning point, this operative has a 4+ invulnerable save.



AXII

Select one enemy operative Visible to this operative. Each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that shooting attack, your opponent cannot reroll their attack dice.

HAAL

Select one friendly or enemy operative Visible to this operative and perform a free **Shoot** action using following ranged weapon:

NAME	A	BS/WS	D
Haal	1	2+	0/0
SPECIAL RULES			



On a hit, move the target operative  straight towards this operative. On a critical hit, move the target operative  instead.

If there is a terrain feature in the path of the pulled operative, the operative takes 1D3 damage and subtract 1 from the target's APL until the end of this turning point.

AARD

Select one friendly or enemy operative Visible to this operative and perform a free **Shoot** action using following ranged weapon:

NAME	A	BS/WS	D
Aard	1	2+	0/0
SPECIAL RULES			

On a hit, move the target operative  straight from this operative. On a critical hit, move the target operative  instead.

If there is a terrain feature in the path of the pushed operative, the operative takes 1D3 damage and subtract 1 from the target's APL until the end of this turning point.

ORIGIN OF THE SIGNS

For years scholars argue about the origin and nature of the White Wolves' Signs. Imperial scholars have tendency to attribute this power manifestation to the same category as other psyker abilities within the Imperium. Few speculating that it could be caused by the mutation that the neophytes underwent before the transformation process. And some scholars argue that the knowledge the White Wolves posses might be connected to the Enuncia, albeit in very weak form. There are many legends talking about these unorthodox abilities of the White Wolves monster hunters, but the truth was lost together with the destruction of their chapter monastery. In these days only the few remaining members of the chapter know what the true nature of this unnatural ability of their kind is.

WHITE WOLVES' ELIXIRS

HUNT PACK WHITE WOLF 🐺 operatives in your kill team start mission with one elixir for free and can be equipped with another elixir from this list, as specified in the mission sequence.

Operative can be equipped with maximum of 2 elixirs and no more than one type of each elixir.

To equip one free elixir, roll one D6: on a 1-2, randomly determine one for it to equip; on a 3+, select or randomly determine one for it to equip.

WOLF ELIXIR (1EP)

After the administration of this elixir, until the end of this Turning Point, ranged and melee weapons this operative is equipped with gain the Lethal 5+ special rule.

BLIZZARD ELIXIR (1EP)

After the administration of this elixir, until the end of this Turning Point, for this operative, the roll of 5 or 6 is a critical save.

THUNDERBOLT ELIXIR (1EP)

After the administration of this elixir, double the Normal Damage characteristic of melee weapons this operative is equipped with, until the end of this Turning Point. Until the end of this Turning Point this operative cannot defend or parry melee attacks in fight.

WHITE RAFFARD'S DECOCTION (1EP)

After the administration of this elixir, this operative regains 2D6 lost wounds.

PETRI'S PHILTER (1EP)

After the administration of this elixir, once per Turning Point, during this operative's activation, it can perform a Manifest Psychic Power action for one less AP (to a minimum of 0AP). Additionally Igni, Aard and Haal sign gain +1 to Normal Damage & Critical Damage characteristic and the Lethal 5+ and MW1 special rule.

WOLVERINE ELIXIR (1EP)

After the administration of this elixir, when an operative's Wound characteristic falls below half, increase Normal Damage and Critical Damage characteristic of melee weapons this operative is equipped with by 2 and ignore the Injured condition.

EQUIPMENT

WHITE WOLVES 🐺 operatives in your kill team can be equipped with equipment from this list in addition to the equipment from the **SPACE MARINE** 🦺 equipment list (see *Kill Team Compendium Book*).

JUMP PACK (2EP)

HUNTER SEEKER operative only. The operative gains the following ability for the battle:

Jump Pack:

- During the mission sequence, after resolving your selected option in the Scouting step, if this operative is wholly within your drop zone, it can perform a Jump Pack insertion. If it does so, you can perform a free **Normal Move** action with this operative. For that action, it has a Movement characteristic of 2○ and can **FLY**.
- Each time this operative moves off a Vantage Point, for that move, it can move as though it can **FLY**, so long as it does not move higher than that Vantage Point and ends that move lower than that Vantage Point.



TACTICAL MARINE (VETERAN HUNTER)

Dependable and flexible, Space Marines assigned to Tactical Squads are called upon to fulfil a wide range of battlefield roles. When armed with the boltgun, they can hold ground, provide fire support, and unload suppressive salvos while rapidly advancing.



M APL GA

3 3 1

DF SV W

3 3+ 11

WEAPONS	ATT	BS/WS	DMG	SPECIAL RULES	!
✕ Combat Knife	4	3+	3/4	-	-
⦿ Boltgun	4	3+	3/4	-	-

ABILITIES

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UNIQUE ACTIONS

Manifest Psychic Power (1 AP): Psychic action. Resolve a **WHITE WOLF** sign power, as specified on Signs page.

Administer Elixir (1 AP): Administer a **WHITE WOLF** elixir, as specified on Elixir page.

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, WHITE WOLVES, TACTICAL MARINE, VETERAN HUNTER



TACTICAL MARINE (GUNNER)

Space Marines train with countless weapon types in support of their flexible role. Depending on the mission, they wield thermal weapons to melt armour, infantry-roasting flamers or ancient firearms that discharge dangerous energy.



M APL GA

3 3 1

DF SV W

3 3+ 11

WEAPONS	ATT	BS/WS	DMG	SPECIAL RULES	!
✕ Combat Knife	4	3+	3/4	-	-
⦿ Flamer	5	2+	2/2	Rng, Torrent	-
⦿ Grav-gun	4	3+	4/5	AP1, Grav*	-
⦿ Meltagun	4	3+	6/3	Rng, AP2	MW4
⦿ Plasma gun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-

ABILITIES

*Grav: Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save characteristic of 3+ or better, this weapon has the Lethal 4+ special rule for that attack.

UNIQUE ACTIONS

Manifest Psychic Power (1 AP): Psychic action. Resolve a **WHITE WOLF** sign power, as specified on Signs page.

Administer Elixir (1 AP): Administer a **WHITE WOLF** elixir, as specified on Elixir page.

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, WHITE WOLF, TACTICAL MARINE, GUNNER



TACTICAL MARINE (HUNTER SEEKER)

Dependable and flexible, Space Marines assigned to Tactical Squads are called upon to fulfil a wide range of battlefield roles. Hunter Seekers of the White Wolves chapter specialize in tracking and identifying threats, are masters of pinpointing weak spots of their targets.



M APL GA

3 ○

3

1

DF SV W

3

3+

11

WEAPONS	ATT	BS/WS	DMG	SPECIAL RULES	!
✕ Combat Knife	4	3+	3/4	-	-
⦿ Boltgun	4	3+	3/4	-	-
✕ Chainsword	5	2+	4/5	-	-
⦿ Bolt pistol	4	2+	3/4	Rng 🗡️	-

ABILITIES

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UNIQUE ACTIONS

Manifest Psychic Power (1 AP): Psychic action. Resolve a **WHITE WOLF** ☼ sign power, as specified on Signs page.

Administer Elixir (1 AP): Administer a **WHITE WOLF** ☼ elixir, as specified on Elixir page.

Spot Weaknesses (2AP): Select enemy operative Visible to this operative and mark it. After marking the target, this operative can mark another valid target within ○ of the original target.

While a friendly **WHITE WOLF** ☼ operative is within ■ of this operative, that friendly operative knows a weak spot of the enemy. Each time a shooting attack is made against marked target, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

SPACE MARINE ☼, IMPERIUM, ADEPTUS ASTARTES, WHITE WOLVES, TACTICAL MARINE, HUNTER SEEKER



TACTICAL MARINE (HEAVY GUNNER)

Far too large to be wielded by any unaugmented Human, the heaviest weaponry can overturn a tank, demolish signal arrays and obliterate most enemies.



M APL GA

3 ○

3

1

DF SV W

3

3+

11

WEAPONS	ATT	BS/WS	DMG	SPECIAL RULES	!
✕ Combat Knife	4	3+	3/4	-	-
⦿ Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
⦿ Missile launcher	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Frag	4	3+	3/5	Heavy, Blast ○	-
- Krak	4	3+	5/7	Heavy, AP1	-

ABILITIES

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UNIQUE ACTIONS

Manifest Psychic Power (1 AP): Psychic action. Resolve a **WHITE WOLF** ☉ sign power, as specified on Signs page.

Administer Elixir (1 AP): Administer a **WHITE WOLF** ☉ elixir, as specified on Elixir page.

SPACE MARINE ☉, IMPERIUM, ADEPTUS ASTARTES, WHITE WOLF, TACTICAL MARINE, HEAVY GUNNER



TACTICAL MARINE (PACK LEADER)

These grizzled leaders have emerged victorious through countless battles. They are canny individuals, able to pick out the threats and opportunities of battle.



M APL GA

3 ○

3

1

DF

SV

W

3

3+

11

WEAPONS	ATT	BS/WS	DMG	SPECIAL RULES	!
✕ Combat Knife	4	3+	3/4	-	-
✕ Chainsword	5	2+	4/5	-	-
✕ Power weapon	5	2+	4/6	Lethal 5+	-
✕ Power fist	5	3+	5/7	Brutal	-
⦿ Bolt pistol	4	2+	3/4	Rng ♥	-
⦿ Boltgun	4	3+	3/4	-	-
⦿ Grav-pistol	4	2+	4/5	Rng ♥, AP1, Grav*	-
⦿ Combi-flamer	5	2+	2/2	Combi*, Rng ♥, Torrent ○, Limited	-
⦿ Combi-grav	4	2+	4/5	Combi*, AP1, Grav*, Limited	-
⦿ Combi-melta	4	2+	6/3	Combi*, Rng ♥, AP2, Limited	MW4
⦿ Combi-plasma	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharge	4	2+		Combi*, AP2, Hot, Limited	-
⦿ Hand flamer	4	2+	2/2	Rng ♥, Torrent ▲	-
⦿ Inferno pistol	4	2+	5/3	Rng ■, AP2	MW3
⦿ Plasma pistol	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	2+	5/6	Rng ♥, AP1	-
- Supercharge	4	2+		Rng ♥, AP2, Hot	-

ABILITIES

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save characteristic of 3+ or better, this weapon has the Lethal 4+ special rule for that attack.

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

UNIQUE ACTIONS

Manifest Psychic Power (1 AP): Psychic action. Resolve a **WHITE WOLF** ♣ sign power, as specified on Signs page.

Administer Elixir (1 AP): Administer a **WHITE WOLF** ♣ elixir, as specified on Elixir page.

SPACE MARINE ♣, IMPERIUM, ADEPTUS ASTARTES, WHITE WOLF, TACTICAL MARINE, PACK LEADER



CREDITS

This is an unofficial homebrew for Kill Team 2021 created for fun.

White Wolves & "Hunt Pack Fire Team" created by **MickTheMage** version: 0.5; February 2022

Inspired by the Witcher stories created by Andrzej Sapkowski and Witcher video games created by CD Projekt RED.

Data Cards based on Data Cards created by **u/evileyeball**

https://www.reddit.com/r/killteam/comments/phlgag/all_my_datacard_templates_now_in_one_place/
<https://drive.google.com/drive/folders/13U3wAkOBS2jXoDpgFRJEqvlnO2zZDoLE?usp=sharing>

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